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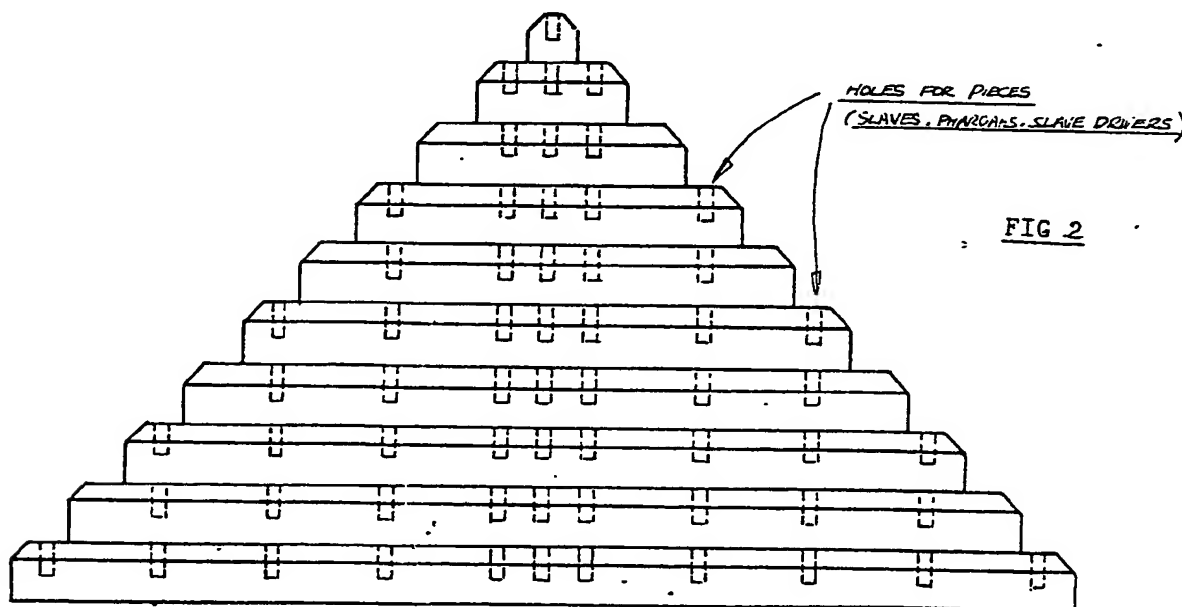
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(58) Field of search
UK CL (Edition J) A6H

(54) Pyramid game

(57) The Pyramid on which the Pyramid Game is played, is made up of three or four equal sides (not including the base). The Pyramid is split into steps, from the base to the summit. On each step there is a symmetrical or patterned hole formation. The number of holes in the formation decreases from the base plateau to the summit, where there is only one hole. Where two faces of the Pyramid meet, every alternate step is marked with a ruled line which, in effect, restricts the movement of any person's game piece moving from one face onto another on that particular plateau, layer or step.



SIDE/FRONT ELEVATION

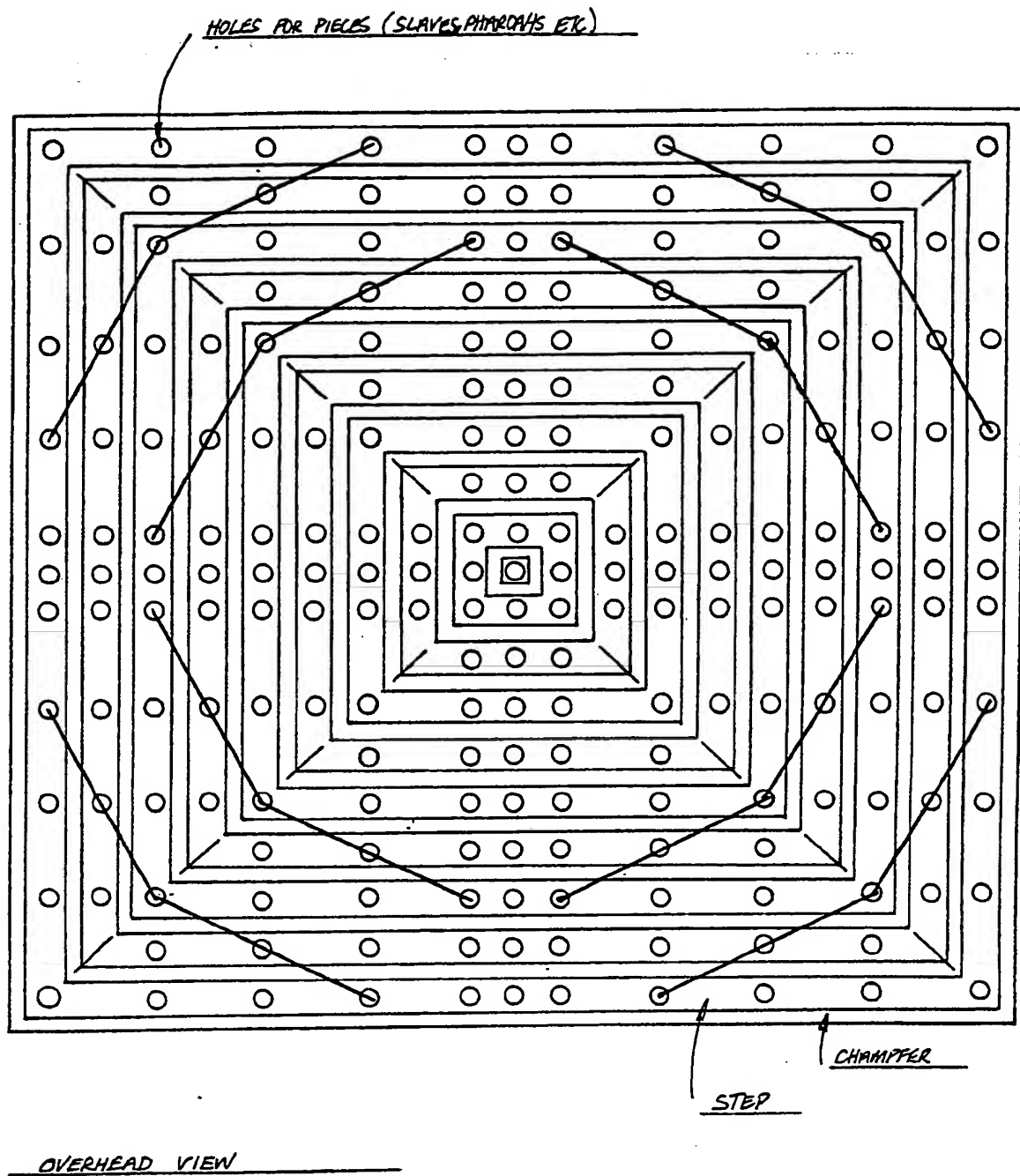
FIG 2

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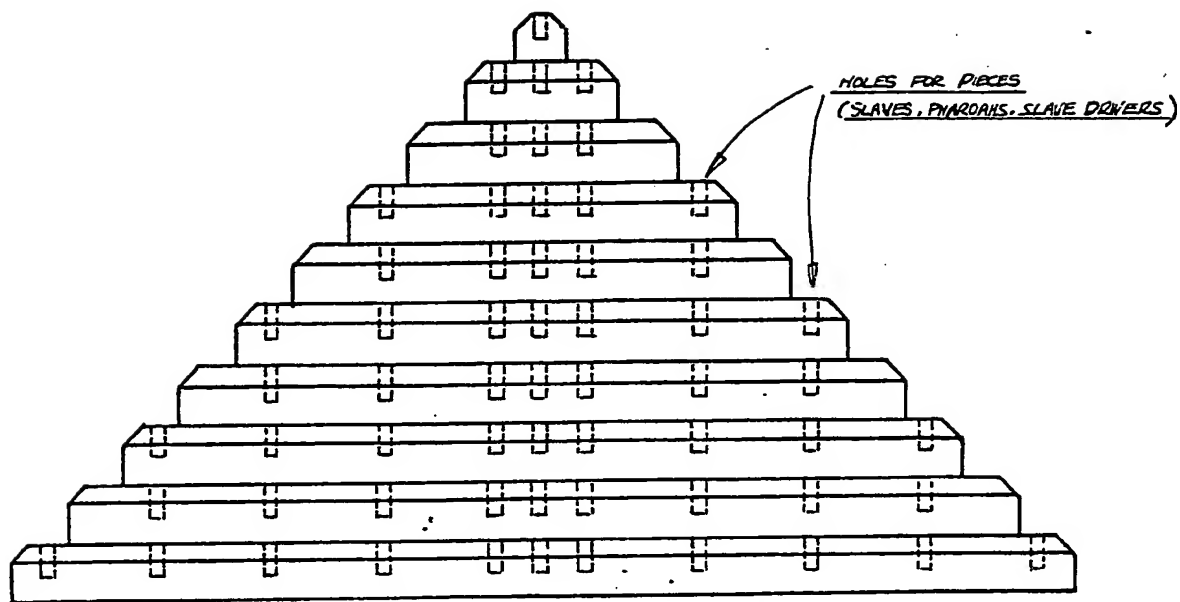
FIG 1

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FIG 2 -2/3



SIDE / FRONT ELEVATION



Fig 3



Fig 4



Fig 5

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PYRAMID GAME

This invention relates to a three dimensional Pyramid Game.

Traditionally, player participating games have been played on flat boards (boardgames). These are two dimensional and, although many require good levels of concentration and skill, their visual perception is required only on a single plain, e.g., Chess and Draughts played as a flat boardgame. This game invention will add a third dimension, not only to the game but also to the thought required in making moves.

The game is played on a square or triangular based Pyramid with equal and identical sides and with multiple plateaux, layers or steps (hereinafter referred to as "steps"). The same format applies for all sides. Each side/face has peg holes in a set pattern and each step has an edge with peg holes in set positions. "Link lines" connect or link certain holes together.

The specific features of the Pyramid Game will now be described by way of example, with reference to the accompanying drawings, in which:-

Fig 1. shows a plan view of the peg hole pattern, the unequal spacing between them, the "link lines", the peg holes they join, and where.

Fig 2. shows a side view of the Pyramid and the peg hole pattern leading to the summit of the Pyramid.

The Game Pieces

Fig 3. shows a view of a Slave.

Fig 4. shows a view of a Slave Driver - identical to a Slave but with a gold coloured head.

Fig 5. shows a Pharoah Head.

Referring to the drawing of the Pyramid (Fig 2.). The Pyramid has equal sides consisting of steps, and has a patterned peg hole formation, starting with a greater number of holes on the base and decreasing number of holes on each plateau to the summit. The summit has just one hole.

The object of the game is to out-manoeuvre your opponents' pieces by a series of jumps and 'taking', in order to capture one opposing Pharoah Head and situate one of your own Pharoah Heads at the Pyramid summit at the same time.

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CLAIMS

- 1) A Pyramid with a triangular or square base.
- 2) A Pyramid, as claimed in (1), with equal sides.
- 3) A Pyramid, as claimed in (2), with multiple steps.
- 4) A Pyramid, as claimed in (3), with a symmetrical or patterned peg hole formation, as shown in Fig 1. and Fig 2.
- 5) A Pyramid, as claimed in (4), with link lines in set formation as shown in Fig 1. joining or linking key peg hole positions on adjacent sides.
- 6) A Pyramid, as claimed in (5), with corner 'line' markers, as showing in Fig 2. blocking player moves around corners on these particular plateaux.
- 7) Moveable 'Slave' game pieces.
- 8) Moveable 'Slave Driver' pieces.
- 9) Moveable 'Pharoah Head' pieces.
- 10) Each Slave, Slave Driver and Pharoah Head has a peg locator to place in peg hole.

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